

Dragon Girl

'Dragon Girl' was our first ever children's show and what a great show to start with – a lovely story and great songs!

Stage directions made staging the play very easy; sound track excellent.

The children and the audience really got involved.

Blackwater Little Theatre

Those children involved in learning the songs enjoyed the experience immensely because of the quality of the songs themselves and the variety of music. The members of the cast found it to be a rewarding and 'uplifting' experience.

Burringbar Public School

We had a fabulous time with 'Dragon Girl'. It is a great show. Really loved the themes of 'believe in yourself' and 'facing your fears', the variety of musical styles, the great music, the mixture of characters, the plot, the pace, the backing tracks. Enclosed are a few cuttings from the local papers.

Albert St PS

We had a truly wonderful show. From the very beginning to the very end the children enjoyed every minute of 'Dragon Girl' – it really was very special. Thank you so very much for writing, arranging, composing such brilliant material for this age group. The children were made very aware during the process about you people – about the people whose occupation it is to write productions/musicals and it alone was a learning process entwined with our Arts Attainment level requirements, which made it more meaningful.

Keep up the excellent work.

Balaclava PS

*Was great. The theme and storylinewas entertaining from preps through to grandparents
This is the second Bushfire Press production we have done. Well suited to primary children.*

Romsey PS

Our production of 'Dragon Girl' went very successfully, and the children really enjoyed it.

I don't think it will be the last time we do it.

Trak Youth Theatre

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You can order *Dragon Girl* at www.bushfirepress.com/dragongirl



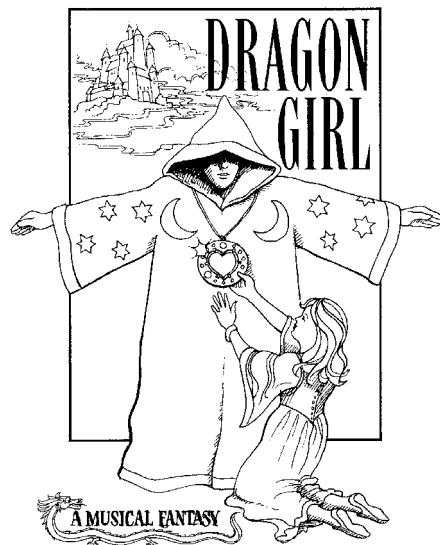
Bushfire Press

DRAGON GIRL

a musical fantasy

book by Lynne Bartlett, Mark Leehy & Kevin O'Mara

music & lyrics by Alex Black, Mark Leehy & Kevin O'Mara



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Production notes

Synopsis

When young ANNA's parents are killed in an accident she goes to live with her NANNA. She is afraid of the dark and has little belief in herself. Looking through her parents' trunk in the attic she comes across a curious stone. It puts her into a trance ...

Meanwhile, in the faraway and long-ago Kingdom of Begonia, things are not good. The Kingdom is being threatened by a dragon and KING RUPERT, against QUEEN DAPHNE's better judgement, has brought back from exile his evil brother SIR BASIL, believing that he can help. The King is preoccupied with his gardening and leaves the matter to BASIL, who routinely takes PEASANTS away to fight the dragon. On this occasion, his henchmen THRIP and SCALE take the peasant PETE MOSS.

Enter the last of the Great Wizards, ZARDOK, who has had a dream that their saviour is at hand. When ANNA appears, he addresses her as ANNALISA, bearer of the Heartstone (the stone she found in her parents' trunk). He takes the Stone for safe keeping (promising to return it when the time is right) and leads her away.

Meanwhile, BASIL's henchmen, THRIP and SCALE have been listening. They hasten to BASIL's dungeon to tell him the news. BASIL is happy – his plan is working. The dragon has been a ruse to lure the bearer of the Heartstone, the Dragon Girl. With the Stone in his possession, he will have ultimate power.

Zardok reveals to the King that the Dragon is under a spell – cast by BASIL, but that help has arrived, in the form of the Bearer of the Stone. The King sends two peasants, BRAMBLE and COOCH, with her to slay the dragon.

In the Dark Woods, ANNA becomes frightened as BRAMBLE and COOCH sleep, but the apparitions of ZARDOK and NANNA reassure her and inspire her with confidence. She wakes her comrades and they head off ... but BRAMBLE is taken by the Living Trees.

When they reach the Dragon's Cave, they find that all the taken peasants (including PETE) are in there – no-one has been eaten at all - and the dragon is indeed under a spell. Annalisa tricks the DRAGON into looking into her Stone ... and breaks the spell.

As she releases the imprisoned PEASANTS... who arrives on the scene but SIR BASIL and his henchmen THRIP and SCALE. ANNA tries to hypnotise him with the Stone, but BASIL has his henchmen turn mirrors on her, directing the power of the Stone onto her and putting her to sleep. BASIL now has the Stone.

Just then, ZARDOK arrives, revealing that, as promised, the real Stone is still with him and now, the time being right, shall be returned to her. With the real Stone, ANNA banishes BASIL forever.

All (including the now friendly dragon) return to Begonia in triumph. The King invites her to stay and help in the Kingdom, but ZARDOK explains that it is now time for her to return to her time and to follow her dreams.

Characters

ANNA (ANNALISA)	An unhappy insecure schoolgirl
NANNA	Anna's tired grandmother
ZARDOK	Last of the great wizards
KING RUPERT	Monarch of Begonia
QUEEN DAPHNE	King Rupert's wife
SIR BASIL OF HAWTHORN	Rupert's evil half-brother
THRIP	Basil's henchman
SCALE	Basil's henchman
BRAMBLE BUSH	Peasant
COOCH GRASS	Peasant
PETE MOSS	Peasant
THE DRAGON	
CHORUS	Dressed variously as PEASANTS, PAGES, SOLDIERS, LADIES-in-WAITING, DUNGEON DWELLERS and BLACK CATS, TREES, FOREST SPIRITS.

Songs & Music

Prologue (Zardok's Theme)
Night Of The Dragon
Begonian Anthem
Zardok's Dream
Superstition
Begonian Anthem
You're Going
Zardok's Theme
Annalisa
Begonian Anthem
On Your Way
Night Of The Dragon

The music can be played by solo piano, stage band, or the instrumental backing CD. All sound effects are included on the instrumental backing CD.

Scenes

- I. Nanna's Attic
- II. Royal Courtyard Of The Kingdom Of Begonia
- III. Sir Basil's Dungeon
- IV. Royal Courtyard
- V. The Enchanted Forest
- VI. The Dragon's Cave
- VII. Royal Courtyard

Props

- SCENE I: Cheval mirror, trunk, family photograph, platform shoes, flared trousers, assorted clothing, chair (rocking type if possible), Heartstone
- SCENE II: Football cards, trumpets, cloth swatches
- SCENE III: Cauldron, large spoon, "Teach Yourself Spells" book, jars and test tubes, eye of newt, wing of bat, Auntie Mabel's favourite hat, garlic
- SCENE IV: Colored cards, two swords
- SCENE V: Map
- SCENE VI: Two shields - with mirror backs, Second (real) Heartstone
- SCENE VII: Croquet mallet.

Cast

Except for Annalisa, Nanna and the Queen, all roles can be played by either sex. Zardok and the Peasants are purposely named in such a way that their gender is non-specific.

The chorus can be any size, and can enter from both sides at once. A single chorus wearing either one costume style, or changing into different styles for specific songs, can be used. Alternatively, the chorus can be divided into groups i.e. PEASANTS, ROYAL ENTOURAGE (soldiers, pages, ladies-in-waiting), DUNGEON DWELLERS, WITCHES, BATS or BLACK CATS etc. (for Dungeon Scene), MOVING TREES, FOREST SPIRITS (for Enchanted Forest Scene) and entering for specific scenes/songs.

DRAGON GIRL

STAGE IN DARKNESS

CURTAINS CLOSED

ZARDOK'S THEME COMMENCES

SPOTLIGHT CENTRE STAGE ON ZARDOK, WHO IS STANDING IN FRONT OF CURTAIN,
ARMS OUTSTRETCHED.

ZARDOK: I am Zardok, Keeper of the Past...and Reader of the Future. In the year of the Ancient Rose, when the Shadow of the Hunter covered the earth, it was foretold that great peril would befall the Kingdom of Begonia, and that She would come, whose selfless courage and noble deeds, would end the darkness.

...And so it came to pass, that King Rupert's evil brother, returned from exile to the place of his birth.

Thus began a time of great fear...a time of Dark Dreams...a time of ...Dragons.

BLACKOUT

CHEVAL MIRROR, TRUNK ETC...CHAIR (*ROCKING TYPE IF POSSIBLE*)

MAIN CURTAINS OPEN

INTERMEDIATE CURTAIN CLOSED

LIGHTS UP FULL

ANNA IS SITTING ON FLOOR LOOKING THROUGH TRUNK (*some items are scattered on floor*). SHE PULLS OUT PAIR OF LADIES PLATFORM SHOES.

ANNA: Oh Mum, did you **REALLY** wear these? (*She takes out men's flared trousers, holding them up*). Dad! (*Sighs, smiles and shakes head*) How could you? (*She takes out photograph of Mum and Dad*).

Oh...(*sighs*)...Gee I miss you both. (*Puts picture down. Stands.*) And I hate this new school...I wish things could be like they used to.

NANNA: (*Off stage O.P.*) Anna, Anna...are you up there again?

ANNA: I'm coming, Nanna. (*She starts to put clothing back in trunk*).

NANNA APPEARS O.P.

I told you I was coming Nanna. I'm just putting this stuff away.

NANNA: Oh, Anna. (*Looks around*) Do you really need all these lights on?

ANNA: (*Rolls eyes*) I know, Nan - electricity's expensive.

NANNA: (*Gently*) Anna...it isn't easy for **EITHER** of us, you know. (*Nanna sits in chair*) Come and sit down. I want to talk to you.

ANNA: Yeh, alright Nan. (*She sits at Nanna's feet*) You don't want to talk about **THAT** again?

NANNA: Anna...you can't go on like this...lights on all around the home because you're afraid of the dark...bad dreams....(*Sighs*) I'm really worried about you. (*She takes Anna's hand*) It's been a year. It's time to start again. They're not coming back...It's time....to let them go.

ANNA: I'm trying Nanna, I'm really trying.

NANNA: Well you're not trying hard enough.

ANNA: I can't **DO** it Nan.

NANNA: (*Firmly*) Yes you **CAN** Anna.

ANNA: I can't, I **CAN'T** Nanna.

NANNA: You must believe in yourself Anna.

ANNA: I try Nan. I really try. But nothing works. I still have bad dreams and I'm still scared of the dark. And I have to give this talk at school. And everyone's going to laugh at me ' cause I can't do it. Dad always used to help me and...and I just can't do it all by myself.

NANNA SIGHS. SMILES. PATS ANNA'S HAND.

NANNA: *(Gently)* Anna, I don't know what to tell you....I can't do it for you - **NO-ONE** can. You have to do this yourself....You can't live the rest of your life up here in the attic. *(She rises, taking Anna's hand in both her hands.)* You know...if you believe in yourself, Anna...you can do... anything.

ANNA: *(Sadly)* I know. You keep telling me, Nanna.

NANNA GOES TO EXIT O.P.

NANNA: Dinner will be ready in ten minutes. *(Stops at curtain, turns.) (Softly)* And can we **PLEASE** have some of these lights off? *(Smiles. Exits.)*

ANNA: *(Smiles back)* O.K. Nan.

ANNA BEGINS PUTTING AWAY CLOTHING, AND PHOTOGRAPH. AS SHE PUTS PHOTO IN TRUNK, SHE FINDS THE HEARTSTONE. PICKS IT UP, LOOKING AT IT.

What's this? I haven't seen this before. It's beautiful. What a strange stone. It's sort of...eerie. *(She puts on stone, looking at herself in mirror).* It looks like...there's sort of light inside...something's happening...something very...strange.

F.X: **SMOKE**

BLACKOUT

END SCENE ONE

"NIGHT OF THE DRAGON" BEGINS AS ATTIC SET IS STRUCK ALL ALL PEASANT CHORUS ON STAGE.

ALL CURTAINS OPEN TO REVEAL PEASANT CHORUS AND COURTYARD.

LIGHTS UP

SONG - "NIGHT OF THE DRAGON"

BLACKOUT

LIGHTS UP

CHORUS REMAIN ON STAGE, FORMING INTO GROUPS OF TWO'S, THREES AND FOURS, MIMING CONVERSATION. ZARDOK IS AT REAR, HIDING BEHIND CLOAK. COOCH GRASS, PETE MOSS, AND BRAMBLE BUSH (*THREE PEASANTS*) MOVE FORWARD O.P. COOCH IS PLAYING WITH FOOTBALL CARDS.

- PETE: I'm sick and tired of this flamin' dragon!
- BRAMBLE: Yeh, I've had it up to here (*Gestures hand under chin*).
(*To Cooch*) What do you reckon Cooch?
- COOCH: Eh? (*Looks up from cards*)
- BRAMBLE: Put those footy cards away YOU! and pay attention.
- COOCH: (*Putting cards in pocket*) Sorry Bramble, - what were you saying?
- PETE: This place has REALLY gone off since Sir Basil got back.
- COOCH: YEH! Like a bucket of prawns in the sun heh, heh, heh, heh (*Laughs stupidly. The others look at him in exasperation*).
- BRAMBLE: Go on Pete.
- PETE: A 7.30 curfew, what time is that to go to bed?
- COOCH: Yeh - no more nights out at the "Pig and Whistle".
- BRAMBLE: And work! Phew! Talk about a slave driver.
- PETE: If Sir Basil was here right now, I'd give him a piece of my mind.
- COOCH: Which piece? (*Sniggers*)
- PETE: I'd march right up to him, grab him by the ears, and I'd say...."Who do you think you ARE...BIG NOSE?"

SIR BASIL ENTERS P.S. WITH THRIP AND SCALE, HIS HENCHMEN, AND STANDS WITH ARMS FOLDED, GLARING AT PEASANTS. CHORUS GASP AND FREEZE IN SHOCK/HORROR POSES.

- PETE: Then I'd stick my fingers in his eyes and stamp on both his feet (*Stamps Feet...three times!*)

BRAMBLE AND COOCH NOTICE SIR BASIL AND TRY TO SILENCE PETE, TUGGING HIS CLOTHES AND SAYING "SHH" PETE SHAKES THEM OFF CONTINUING.

PETE: Next, I'd take his two little Chimpanzee cronies and I'd **GRIND** them into the dirt... and you know what **ELSE** I'd say...I'd say....(*Notices Sir Basil*)...I'd ssssay....I'd ssssay, I'd ssssay...n..nice job you're doing Sir B..Gggood one your Bigness.

"BEGONIAN ANTHEM" BEGINS. KING ENTERS O.P. PRECEDED BY TRUMPETING COURTIERS AND FOLLOWED BY QUEEN. (HER ARMS LADEN WITH CLOTH SWATCHES) AND LADIES-IN-WAITING. THE PEASANTS COME TO ATTENTION AND KNEEL ON RIGHT KNEE, SINGING **ANTHEM** WITH RIGHT HAND ON HEART. KING WALKS AROUND PEASANTS TELLING THEM TO GET UP.

QUEEN: (*Downstage*) Rupert, is this going to take long? We **MUST** decide on the fabric for the new curtains in the Great Hall.

KING: (*Going to Queen*) Not now, Daphne my dear. We've got to get all this peasant-dragon business out of the way.

BASIL WANDERS AROUND PEASANTS UPSTAGE, CHECKING FINGERNAILS, CLOTHING ETC...

QUEEN: Oh, **FIDDLE FADDLE**. We didn't have any "Peasant-Dragon" business until **YOU** recalled **YOUR BROTHER** from exile....In fact there hadn't been a **SIGHTING** of a Dragon since before your father was born.

KING: Well er...

QUEEN: I don't **TRUST** Basil.

KING: Well, dear, I needed some assistance running the Kingdom - you know - collecting taxes, stretching people on the rack, that sort of thing. I'm **FAR** too busy with the garden. And er...Basil **WAS** the logical choice...Blood's thicker than water and all that.

QUEEN: Do you think that was a **WISE** decision Rupert?

KING: Well er...

QUEEN: We do seem to be losing rather a **LOT** of peasants lately.

KING: Well er...

QUEEN: **YOUR** father banished him for **LIFE** you know.

KING: Well, er...er...everyone deserves a second chance.

QUEEN: Oh well...(*Sighs*) It's **YOUR** Kingdom, Rupert. Who am I to interfere?

KING: Yes dear.

QUEEN: (*Moving to centre stage and addressing Basil*) Basil! (*Basil turns to face her, bowing*) Will this take long? I've got the Royal Decorator coming at ten.

BASIL: (*Doing fancy bow*) If Your Majesty pleases.

KING: (*To Basil*) Er...(*Thinking*) Basil...as the Queen has a very busy day, er...perhaps we can leave this...**UNFORTUNATE** business in **YOUR** capable hands.

BASIL: At your command, Sire. (*He gives a flourish*).

KING: *(Happily)* Very good, very good. *(To Queen)* Come my dear. *(Exiting)* I'm **DREADFULLY** worried about my roses. There are nasty little creepy-crawly things all over them.

QUEEN: **RUPERT!**

KING: Yes, dear?

QUEEN: **FIDDLE-FADDLE!**

KING: Oh ...Whatever you say, dear.

PEASANTS DROP TO RIGHT KNEE, RIGHT HAND ON HEART AS KING EXITS O.P. PRECEDED BY COURTIERS AND FOLLOWED BY QUEEN.

BASIL: *(To peasants)* Get up, you mealy mouthed, unwashed **RABBLE**.

PEASANTS RISE AND HUDDLE TOGETHER IN FEAR

BASIL: *(Hands behind back, pacing backwards and forwards across stage.)* As you are no doubt aware, another two cottages were burnt to the ground last night...and you **ALL** know what **THAT** means.

PEASANTS: Errr. *(Quaking in fear).*

BASIL: It means that the Dragon **LIVES**.....So it appears *(Pauses pacing)* that we need another volunteer.

PEASANTS: **ERRR...**

BASIL PACES LENGTH OF STAGE, PEERING AT MEMBERS OF CHORUS.

BASIL: Now...I ask myself...**WHO** would make a good Dragon Slayer.

BASIL TURNS AND APPROACHES BRAMBLE AND COOCH WHO ARE HIDING BEHIND HANDS WITH KNEES KNOCKING. BEHIND THEM, CROUCHING WITH EYES CLOSED IS PETE. BASIL POINTS TO BRAMBLE.

BASIL: How about **THIS** sturdy chap?

BRAMBLE: *(Backing off)* N-n-n-not me your hugeness...I-I-I'm **ALLERGIC** to Dragons!

BASIL: *(Grabbing Cooch roughly)* What about **YOU** then?

COOCH: N-n-n-not me your Fatness, I mean your roundness, I mean...I...I...I have to check the chlorine level in the moat.

BASIL THROWS HIM AWAY ROUGHLY, EXPOSING PETE, STILL COWERING WITH EYES CLOSED.

BASIL: That appears..to leave us..with only **ONE** choice *(Tapping Pete on shoulder)* **YOU!**

PETE: No, no please! Don't take **ME!** I'm too young to die. Who'll put the rubbish bins out?

BASIL: *(To henchmen)* Thrip! Scale! Take him away!

PETE: No, no please! *(etc...)*

THRIP AND SCALE GRAB PETE AND TAKE HIM KICKING AND SCREAMING OFF STAGE P.S.

PETE: No...no...you don't understand....Dragons give me prickly heat.

THRIP Come with us, you.

SCALE: We'll see you come to no harm...until the **DRAGON** gets you. Heh, heh, hee.

PETE: No! No! (etc...)

THEY EXIT P.S.

BASIL: *(To peasants)* Let **THAT** be a lesson to you all!

BASIL EXITS P.S., FLOURISHING CAPE.

PEASANT CHORUS SLOWLY MOVE BACK OF STAGE AS LIGHTS GO DOWN HALF AND ZARDOK MOVES THROUGH THEM TO FRONT O.P.

SPOT ON ZARDOK

ZARDOK SINGS: "ZARDOK'S DREAM"

CHORUS SING CHORUS PARTS, EXITING AFTER LAST CHORUS, LEAVING ZARDOK TO SING LAST LINES ALONE.

F.X: **SMOKE**

BLACKOUT

LIGHTS UP HALF

ANNA IS ON FLOOR. SHE WAKES LOOKING AROUND, LOST AND BEWILDERED. SHE HAS NOW BECOME ANNALISA, AND WEARS APPROPRIATE MEDIEVAL GOWN, WITH PENDANT.

ANNALISA: Nanna, Nanna....where are you? Where's...everything gone? *(She rises walks a few paces toward centre stage, turns, wringing hands, looks over shoulder at castle.)* What is this place?....*(looks around hugging herself)* It's so dark.

ZARDOK: Do not be afraid, my child. *(Annalisa starts, turns to Zardok.)* You are quite safe. You are simply in another time.

ANNALISA: I don't understand. *(Takes a couple of paces backwards looking at clothes)* What's happening to me?...Why am I dressed like this?...Who **ARE** you?

ZARDOK: I am the beginning of your journey. I am Zardok, last of the Great Wizards.

ANNALISA: Wizards?

ZARDOK: You have been summoned from your time, my child, to take your place in a great adventure.

ANNALISA: *(Backing off towards castle)* I don't want to go on an adventure. I want to go home. *(She turns and begins to exit)*

ZARDOK: Annalisa....wait...

SHE STOPS, SLOWLY TURNS.

ANNALISA: That's not my name.

ZARDOK: Then why did you stop.

ANNALISA MOVES TOWARD HIM

ANNALISA: *(Puzzled)* I don't know.

ZARDOK: You bear the sign. You are Annalisa - the chosen one. It is written. "She who bears the Heartstone, shall save the Kingdom...You bear the stone....You are Annalisa....The Dragon Girl.

ANNALISA: *(Comes forward - takes off pendant and looks at it)* The Stone...The Heartstone?...I don't understand *(Thinks...slowly looks at Zardok and says quietly)* What do you want of me?

ZARDOK: The road you have travelled is a strange one...but stranger roads lay ahead...Before you lies a great quest that will free our people...and yourself. Come my child there is much to be done. Here, give me the stone, for safekeeping. I shall return it when the time is right. *(He leads her off stage O.P.)*

SPOT ON P.S. CURTAIN TAB.

SCALE POKES HEAD AROUND CURTAIN, CHECKING THAT COAST IS CLEAR.

SCALE: *(Calling off P.S.)* Hey - did you hear that?

THRIP: *(Rubbing hands and giving sinister laugh)* He he, he...The master **WILL** be pleased.

SCALE: Quick - back to the Dungeon

THRIP: Hey...first one back gets to feed the cat.

SCALE: Yeh - to the dog! Heh-heh-heh.

THRIP: *(Jumping up and down excitedly)* Let's go! *(Begins exiting O.P.)*

SCALE: Wait! You can have a head start *(Points P.S.)* Take the short cut.

THRIP: Aw thanks. See ya! *(Exits P.S.)*

SCALE: *(To audience)* Through the quick sand ..heh..heh..heh..heh. *(exits P.S.)*

BLACKOUT.

END SCENE TWO.

PROSCENIUM SET O.P. WITH LARGE CAULDRON AND TABLE WITH TEST TUBES, JARS OF HERBS AND COLOURED WATERS, FAKE ANIMALS ETC...AND SIGN SAYING - "SIR BASIL'S DUNGEON".

LIGHTS UP FULL

SIR BASIL IS STIRRING BUBBLING CAULDRON, WHILE READING FROM BOOK "TEACH YOURSELF SPELLS".

BASIL: *(reading)* Eye of newt *(Shakes contents of jar into cauldron)*...and wing of bat... *(Shakes into cauldron)* Auntie Mabel's favourite hat..*(Drops hat into cauldron)* Stir it East *(Stirs)*..Stir it West *(Stirs)*...Stir it till it comes to rest....*(Stops stirring)*. Now....let's see what we've got. *(Tastes brew and goes into convulsions, like Jekyll and Hyde, clutching throat, collapsing to knees etc...)* Ah! Ech! Yuck! *(Regains composure and takes jar from table)* Forgot the garlic! *(Adds it, and tastes)* Ah! much better!

ENTER THRIP AND SCALE, O.P. THRIP IS LIMPING.

SCALE: Sir Basil, Sir Basil -

BASIL: Must you two interrupt while I'm preparing dinner?

THRIP: We have big news Sir Basil!

BASIL: Why are you limping? *(To Scale)* Why is he limping?

SCALE: Someone pushed him down the dungeon steps.

BASIL: Who?

SCALE: Me...I wanted to see if he'd bounce.

BASIL: Enough of that. What is this information? *(Holding finger admonishingly)* And *(Stabbing Scale in chest)* it had BETTER be IMPORTANT! *(Continues stirring)*.

THRIP: She's HERE.

BASIL: Who's here? *(Still stirring)*.

SCALE: The girl.

BASIL: *(Stops stirring)* You mean THE girl?

THRIP: The one with the stone.

BASIL: *(Clasps hands together)* The HEARTSTONE! Bat's ears and leaping toads, my plan is working!

SCALE: It's happening, Sir Basil..just like you said.

BASIL: All those years in exile were worth it. Those lonely days and nights...practising my sorcery are finally bearing fruit. NOW...with the STONE in my possession... ULTIMATE POWER will be MINE!

THRIP: But what about Zardok?

BASIL: THAT meddling wizard...I'll turn him into a...

THRIP: Frog.

BASIL: No...too good for him.

SCALE: What about a worm?

THRIP: Then we could all go fishing.

SCALE: With **ZARDOK** as the bait.

BASIL: *(Patting Scale on the head)* You have a fine mind Scale...I **ALMOST** like you...Now where was I? Ah! yes...as for my incompetent brother the King...**SINCE** he spends so much time in his **PRECIOUS** garden...I shall turn **HIM** into..Umm....a Bush, yes...a blood-red rose bush.

THRIP & SCALE: *(Jumping up and down with excitement.)* Oh...and we could forget to water him.

BASIL: And now gentlemen *(They look around confused)* there is much to do...we must prepare for my final triumph.

THRIP: What's the plan?

BASIL: My plan is **BRILLIANT...STUPENDOUS...MONUMENTAL...far too complicated for simple minds such as YOURS.**

THRIP & SCALE: *(Dejectedly)* Oh.

BASIL: But if you're **REALLY** bad, I might let you help.

THRIP & SCALE: Oh, thankyou Sir Basil.

BASIL: Now come! We must ready ourselves *(Begins to exit O.P.)*

THRIP: Sir Basil?

BASIL: *(Stopping) (Impatiently)* What do you want?

THRIP: What makes a magic spell work?

BASIL: Magic, my dear brainless Thrip, is a powerful illusion...When you cast a **SPELL** on someone it will **ONLY** work if that person **BELIEVES** in the power and **WANTS** the spell to work.

SCALE: You mean....**SUPERSTITION?**

BASIL: **PRECISELY!**

DANCERS ENTER BOTH SIDES

BASIL SINGS "SUPERSTITION" WITH CHORUS

BLACKOUT

ALL EXIT

END SCENE THREE

LIGHTS UP AS PEASANTS ASSEMBLE FROM EITHER SIDE OF STAGE FORMING INTO GROUPS AS IN SCENE II.

COOCH AND BRAMBLE ARE FORWARD O.P.

BRAMBLE: Not **ANOTHER** General Assembly!

COOCH: Yeh...they used to be just **BORING** (*Looking around*) But now they're getting **DANGEROUS**.

BRAMBLE: Poor old Pete Moss. I wonder if the Dragon's got him yet?

COOCH: I feel really bad about them taking Pete.
(*Takes out football cards and begins sorting them.*)

BRAMBLE: So do I. He still owes me ten bob from last week's poker game. (*Looks at Cooch*) How can you play with footy cards at a time like this?

COOCH: I swapped Warwick Capper for Dermot Brereton. Now I've nearly got the whole set.

BRAMBLE: Will you put those things away?

COOCH: (*Putting cards away*) Sorry...Hey Bramble...who'd ya reckon's gonna be next to fight the Dragon?

BRAMBLE: Dunno...but I'll tell you this much; there's no way **KNOWN** they'll get **ME** within a **BULL'S ROAR** of that reptile, sunshine.

"**BEGONIA ANTHEM**" BEGINS.

BRAMBLE AND COOCH BACK OFF SLIGHTLY.

ENTER O.P. COURTIERS, KING AND QUEEN FOLLOWED BY ENTOURAGE.

PEASANTS GO DOWN ON KNEE AS BEFORE.

ALL SING "**BEGONIAN ANTHEM**"

PEASANTS REMAIN ON KNEES.

QUEEN: Rupert! These assemblies have **GOT** to stop!

KING: B-b-but my dear...

QUEEN: Thy Royal Ball is tomorrow evening, and we have not decided on the colour of the placecards.

KING: B-b-but my dear...

QUEEN: And the Royal caterers are due at **ANY** moment.

KING; I-I-I'm sure it must be something **VERY** important for **ZARDOK** to have called a General Assembly.

QUEEN: Then where **IS** that Wizard of yours?

ZARDOK: (*Entering O.P.*) I am here Your Highness.

QUEEN: Then **DO** get on with it, Zardok.

ZARDOK: As your Majesty wishes. (*Slight bow*) I have news that affects us all. (*Looking at all*)

KING: You mean you've finally invented a bug spray for my roses? I mean - one with no Chloro-fluro - thingies?

QUEEN: Rupert!

KING: Yes dear?

QUEEN: Shut up!

KING: Er, yes dear.

ZARDOK: I have word of the Dragon.

PEASANTS *(Shuddering in fear)* Errrrr...

KING: Caught him, have you Zardok? I say - good show!

ZARDOK: *(Holding up hand to silence King)* Alas, no, Sire. The Dragon labours under a spell.

KING: *(Confused)* Who's spell?

ZARDOK: It is the evil work Sire, of none other...than your brother...Sir Basil!

PEASANTS: *(In shock)* Sir Basil!!

QUEEN: *(To King)* I TOLD you he couldn't be trusted *(Hits King)*.

KING: Er, yes dear.

QUEEN: Zardok, why are you TELLING us all this? Why don't you simply boil up some bat's ears, or whatever you do, and BREAK the spell...I mean...that's what we PAY you for.

ZARDOK: *(Holding up hand)* Your Highness, this is magic beyond my knowing.

KING: Then...is there NOTHING to be done?

ZARDOK: We have ONE chance, Sire...there was a prophecy.

KING: Prophecy?

ZARDOK: A foretelling Sire,...long ago...that great peril would befall the Kingdom.

KING: Oh, dear!

ZARDOK: And that one would come from another time to save us...the Bearer of the Hearstone!

QUEEN: HEARTSTONE?

ZARDOK: May I present...The Bearer of the Stone...Annalisa, The Dragon Girl.

ANNALISA ENTERS O.P.
PEASANTS ALL STAND, LOOKING AT HER.

KING: *(Looking at peasants and speaking to Queen)* I say, what are they all doing... standing without being told?

QUEEN: Rupert!

KING: Yes, dear?

- QUEEN: *(Nicely)* Do you know where your *rosebushes* are?
- KING: *(Happily)* Of course, dear.
- QUEEN: *(Slowly and angrily)* Good...GO AND SIT ON THEM!
- KING: *(Dejectedly)* Er, yes dear.
- KING MOVES BACK, AND NOT KNOWING WHAT TO DO WITH HIMSELF, BEGINS INSPECTING THE PEASANTS.
- QUEEN: *(To Annalisa)* Come here my child.
- ANNALISA MOVES HESITANTLY TOWARD QUEEN, LOOKING TO ZARDOK FOR HELP.
- QUEEN: Now, you must be a **VERY** brave young girl.
- ANNALISA: Who me?...No, I'm not brave at all Your Honor, I mean, Your Worship...I mean... I'm sorry, I don't know how to talk to Queens.
- QUEEN: Oh, that's easy my dear, you simply imagine that you're **VASTLY** inferior to me, and say "Your Majesty" a lot.
- ANNALISA: Thank you, Your Majesty.
- QUEEN: Now, on behalf of King Rupert and myself *(Holds out hand)* welcome to the Kingdom of Begonia *(Annalisa shakes hand, vigorously. Queen is expecting it to be kissed)* Oh...*(displeased)* and we wish you **EVERY** success on your great and heroic quest...now you curtsy.
- ANNALISA: *(Curtseys)* But Your Majesty...I don't know what to do.
- QUEEN: *(To Zardok impatiently)* ZARDOK!
- ZARDOK: *(To Annalisa)* Annalisa, remember: follow your heart, and you **WILL** know what to do
- ANNALISA: But I'm afraid.
- ZARDOK: *(Takes out Heartstone and hands to Annalisa)* Then keep the **STONE** close to your heart, and let your fears be overcome.
- PEASANTS: *(Eyes on stone)* Ooh!
- ANNALISA: *(Putting stone around neck)* I'll try...I know I'm your last hope...but **MUST** I go alone?
- KING: *(Coming to Annalisa)* Why of **COURSE** not my dear! We have the bravest peasants in the Kingdom. *(Peasants murmur uneasily)* And there's not **ONE** among them who wouldn't lay down his life for his king. *(Unrest rises)* Not **ONE** who wouldn't **CHEERFULLY** face a man-eating, fire-breathing Dragon, knowing that he may **NEVER** return...
- PEASANTS: Errr!
- KING: Alright. .all volunteers to join Annalisa on her glorious quest...two paces forward!
- ALL STEP BACK EXCEPT BRAMBLE AND COOCH.

KING: *(Going to Bramble and Cooch)* Well done chaps!

BRAMBLE AND COOCH LOOK AT KING, EACH OTHER, AND BEHIND TO RETREATING PEASANTS.

BRAMBLE: Hey, what's going on?

COOCH: *(Looking around)* Looks like you've got a chance to get your money back.

KING: Bravo gentlemen! *(Claps, looking around at peasants, who do likewise)* A big hand for **BRAMBLE BUSH** and **COOCH GRASS!** Now we want you to know that we're right behind you *(Cooch looks behind himself. Bramble biffs him)* I'd even go **MYSELF** if the Rose Competition was not next week. Why it makes my blood **RACE** to think of the great **ADVENTURE** you're about to -

QUEEN: *(Interrupting)* Oh **FIDDLE, FADDLE** Rupert! Give them their swords, sing them a song, and let's get back to the Royal Caterers.

KING: Yes, dear.

THEY SING "YOU'RE GOING"
SOMEONE HANDS SWORDS TO BRAMBLE AND COOCH DURING SONG.

BLACKOUT

ALL EXIT

END SCENE FOUR.